CHARACTER NAME	test	CHARACTER SHEE	
			CRIPTION
Envoy CLASS/LEVEL	Androids  RACE	Ace Pilot	
	Male		
SIZE SPEED	GENDER HOME WORLD		
ALIGNMENT DEITY	PLAYER		DEX MISC
ABILITY SCORES		31/40	TOTAL MODIFIER MODIFIER
SCORE MODIF	UPGRADED UPGRADED IER SCORE MODIFIER	INITIATIVE	=   +
STR		HEALTH AND RESOLVE	
DEX STRENGTH			T POINTS RESOLVE POINTS
DEXTERITY		TOTAL	
CON		CURRENT	
INT INTELLIGENCE			
WIS		ARMOR CLASS	ARMOR DEX MISC
CHA		EAC ENERGY TOTAL	ARMOR DEX MISC BONUS MOD MOD
CHARISMA		ARIVIUR CLASS	10+ + +
SKILLS	SKILL RANKS	KAC KINETIC ==	10+ + +
	PER LEVEL	AC VS.	8 + <b>KAC</b>
TOTAL	CLASS ABILITY MISC RANKS BONUS MOD MOD	COIVIDAT IVIANLOVERS	
□ ACROBATICS* (DEX)	]=[+[+	DR RESISTAN	IUES
□ ATHLETICS* (STR)	]=	SAVING THROWS	ACE CAVE ADJUSTY/MOD MICC MOD
□ BLUFF (CHA)	]=	FORTITUDE TOTAL B	ASE SAVE ABILITY MOD MISC MOD
†□ COMPUTERS (INT)		(CONSTITUTION)  REFLEX	
†□ CULTURE (INT)		(DEXTERITY)	++
☐ DIPLOMACY (CHA)		WILL [WISDOM]	+ + +
DISGUISE (CHA)			BASE ATTACK BONUS
†□ ENGINEERING (INT)		ATTACK BONUSES	(BAB) LINES MOD
☐ INTIMIDATE (CHA)  †☐ LIFE SCIENCE (INT)		MELEE ATTACK TOTAL	BAB STR MOD MISC MOD
†□ MEDICINE (INT)		TOTAL	BAB DEX MOD MISC MOD
†□ MYSTICISM (WIS)		RANGED ATTACK ==	+ + + + + + + + + + + + + + + + + + +
□ PERCEPTION (WIS)		TOTAL	BAB STR MOD MISC MOD
†□ PHYSICAL SCIENCE (INT)		THROWN ATTACK =	+ + +
☐ PILOTING (DEX)			
†□ PROFESSION		WEAPONS WEAPON	LEVEL ATTACK BONUS DAMAGE
(CHA, INT, OR WIS)		VALAFOIA	ELVEL ATTACK BOINGS DAIVIAGE
†D PROFESSION (CHA, INT, OR WIS)	]=	CRITICAL RANGE TYPE	AMMO/USAGE SPECIAL
		WEAPON	LEVEL ATTACK BONUS DAMAGE
☐ SENSE MOTIVE (WIS)	]=	CRITICAL RANGE TYPE	AMMO/USAGE SPECIAL
†D SLEIGHT OF HAND* (DEX)	]=+++		,
☐ STEALTH* (DEX)	]=+++	WEAPON	LEVEL ATTACK BONUS DAMAGE
☐ SURVIVAL (WIS)	]=+++	CRITICAL RANGE TYPE	AMMO/USAGE SPECIAL
†Trained Only ☑ Class Skill *Armor	check penalty applies		
SKILL NOTES		WEAPON	LEVEL ATTACK BONUS DAMAGE
		CRITICAL RANGE TYPE	AMMO/USAGE SPECIAL

			O SPELLS KNOWN
			SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED
			SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED
			2ND 2ND
FEATS AND			
PROFICIENCIES	EQUIPMENT	LEVEL BULK	
			SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED
			3RD
			SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED  4TH
		TOTAL	
	CREDITS	BULK	SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED
	OTHER WEALTH		
	CARRYING CAPACITY UNENCUMBERED ENCUMBERED	OVERBURDENED	SPELLS KNOWN SPELLS PER DAY SPELL SLOTS USED
LANGUAGES			6TH
	EXPERIENCE POINTS		
	XP NEXT EARNED LEVEL		